NEW
TOMORROWLAND
WALT DISNEY WORLD®

NEW TOMORROWLAND FEATURING...

Tomorrowland Becomes The Fantasy Future City Of Walt Disney World Magic Kingdom

LAKE BUENA VISTA, Fla. -- The future that never was . . . is here! A whole new Tomorrowland has taken shape on the Magic Kingdom horizon, giving the land the look of a city like those imagined by sci-fi writers and movie-makers of the 1920s and 1930s -- complete with new attractions exploring space and time.

Instead of the "serious" look at the "real" future of the original Tomorrowland, the new version creates a "fantasy" world where shiny robots do the work, planet-hopping rocket ships battle space aliens and time-machine travel becomes a thrilling "reality" along the Avenue of Planets.

It's a Flash Gordon-ish, Buck Rogers-like neighborhood of sky-piercing beacons and glistening metal illumined by a celestial spectrum of neon colors; of whisper-quiet conveyances gliding along an elevated highway and rockets circling among spinning planets.

The overall effect created for Walt Disney World guests is a friendly future-town neighborhood atmosphere like other lands in the Magic Kingdom.

And it's home to two brand new attractions -- The ExtraTERRORestrial Alien Encounter and Transportarium -- plus new versions of several Tomorrowland attractions. The 1995 debut also marks changes in the restaurants and shops of this original Magic Kingdom land that opened in 1971.

Some highlights of the new Tomorrowland:

The ExtraTERRORestrial Alien Encounter -- Guests find themselves caught in an experiment gone awry during what is sure to be the most frightening thriller of all Magic Kingdom attractions, developed in collaboration with George Lucas.

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Just beyond the entryway of this "Future city," guests enter the city's Convention Center for a demonstration of a new teleportation system from an alien corporation called XS-Tech. Company reps have come from their planet to market this new "product" and are anxious to demonstrate it. But an attempt to transport the XS-Tech chief executive from their planet to earth fails, and the catastrophic results are a close encounter with a frightening alien creature.

The show, which replaces **Mission to Mars**, breaks new ground with special effects, playing on the audience's own fears and imaginations to reach a chaotic, emotional experience.

Transportarium -- Because time-travel was such a prominent part of early science-fiction writers' visions, Disney Imagineers have combined Circle-Vision 360 technology with *Audio-Animatronics*® figures and special in-theater effects to create an adventure to centuries past and those yet to come -- all within an auditorium that literally surrounds guests with sights and sounds. During their journey, today's travelers meet famous inventors and visionaries of the machine-age.

Astro Orbiter -- At the center of the new city, a tower glowing with ringlets of flashing, changing colors serves as a beacon to guests, who can board machine-age rockets and take a spin on the **Astro Orbiter**. Looking more like a Buck Rogers toy than a 1990s Space Shuttle, the attraction surrounds passengers with whirling planets during a swing through space in the center of Tomorrowland.

Walt Disney's Carousel of Progress -- One of the most popular attractions in Tomorrowland since 1974, **Carousel of Progress** has a new look -- both inside and out.

The musical comedy show has been seen by more guests than any other theatrical presentation in the history of American Theater since its debut at the 1964 World's Fair.

The show traces the impact of technological progress on Americans' daily living from the start of the 20th century into the near future with a cast of family characters brought to life through Disney's *Audio-Animatronics*.

Through an added pre-show, guests discover more about the original Carousel show designed by Walt Disney, and will also hear the return of the original theme song, "There's a Great Big Beautiful Tomorrow." With a new script and cast of voices, guests get a glimpse of new innovations like virtual-reality, voice-activation and high-definition television.

For special entertainment, the new Galaxy Palace outdoor variety theater stages **"Galaxy Search,"** a League of Planets Talent Contest and Variety Show starring the Galaxy Palace Dancers, famous Disney characters in their best "just got in from Saturn" costume and other galactic performers including the Poodle Sisters, skating Mobots, stilt-walking Tripods and the monster King.

Visitors to the new Tomorrowland also will find a super-arcade of video-games amid giant "generators" in the **Tomorrowland Light and Power Station** plus familiar favorites like **Space Mountain**, **Grand Prix Raceway**, **Delta Dreamflight** and the **Tomorrowland Transit Authority** -- formerly **WEDway PeopleMover** -- a part of this futuristic city.

NEW TOMORROWLAND FEATURING...

DISNEY WORLD'S SPACE MOUNTAIN OFFERS THRILLS PLUS "ILLUSIONEERING" FEATS

LAKE BUENA VISTA, Fla. -- Space Mountain, acknowledged as Walt Disney World's most exciting adventure, provides a high-speed, twisting and plunging journey through "space" via a unique system of illusioneering.

Presented by Federal Express, Space Mountain is not only a super-thrill adventure, but one of the most unusual structures in a world where the unusual abounds. Rising to a sloping, cone-shaped peak 183 feet above ground level, it is a marvel of showmanship in construction and engineering as well as a totally unique adventure.

Its origination goes back to the early 1960's when Walt Disney conceived the idea of a new high-speed thrill attraction based on the imaginative thrust and excitement of the Space Age.

The result is an adventure in which guests at Walt Disney World can experience a racing flight through space -- and come as close to a cosmic voyage as most people ever will in a lifetime.

The high-excitement attraction is as different from the traditional roller-coaster as the Magic Kingdom is from a traditional amusement park; or day from night, since the adventure is almost entirely in the dark. In addition, it is not designed for persons with heart ailments, motion sickness tendencies or other physical limitations.

Accommodating thousands of guests each hour, Space Mountain is visited by millions of people annually. Guests board six-passenger rocket shuttles that climb high into space (all inside the mountain) before beginning a rapid descent along an intricate, twisting complex of space guideways. Highly-imaginative use of light and darkness, including aerial galaxies, accent dimensions of space-age travel.

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Visitors entering Space Mountain stroll along a passageway which sets the mood for space travel. Unusual "windows in space" demonstrate the role of electronic communications in cosmic exploration -- how man has learned to send and receive images and information of the Earth and beyond, in the infinite universe.

As they walk past the scenes, visitors begin to feel as if they are actually in space, looking back at the Earth and viewing astronauts at work on distant satellites.

Emerging from this adventure, the Walt Disney World space traveler sees a launch platform where guests board the space capsules. High above, the interior of the mountain is filled with space vehicles glowing fluorescent as they criss-cross the "sky."

Gravitational forces exert their pull as the vehicle begins an upward course, then plunges toward the "Earth" -- soaring, twisting and banking but always with the feel of racing through space.

The Space Mountain structure contains 4,508,500 cubic feet and could hold a small skyscraper in its interior. With a base diameter of 300 feet, the adventure took two years to build and is located on a 10-acre site.

In basic structure, the mountain is composed of great ribbed slopes -- 72 massive pre-stressed concrete beams forming a gigantic sealed cone. Each of the 74-ton concrete beams was cast near the Space Mountain site and then hoisted into place by mammoth cranes to complete the cone. Each is 117 feet long -- 13 feet wide at the bottom and four feet wide at the top.

Among distinguished visitors taking the flight have been the U.S. Astronauts and Russian Cosmonauts of the Apollo-Soyuz mission; King Hussein of Jordan; Susan Ford, daughter of President Ford; Egyptian President Anwar Sadat's family, and others.

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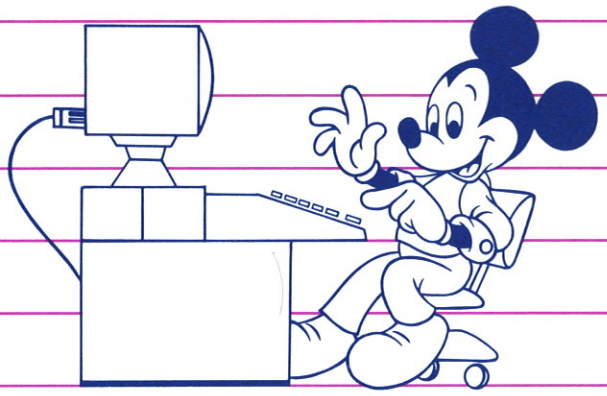

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And Epcot Guests Are Shrinking in Their Seats!

Ghosts! Aliens! Snow! . . . Coming This Spring To Walt Disney World Resort

LAKE BUENA VISTA, Fla. -- "Famous Professor Shrinks Audiences at Epcot" . . . "Ghost Sightings Continue in Disney-MGM Haunted Hotel" . . . "Alien Lands in Magic Kingdom" . . . "Snow-Covered Peaks Shock Florida Sunbathers." Believe-it-or-not headlines seldom seen outside a supermarket checkout line describe honest-to-goodness new thrills this spring at Walt Disney World Resort.

And it all begins at Epcot '95, where a new high-tech 3-D misadventure, "Honey, I Shrunk the Audience," continues the zany antics of scientist/inventor Professor Wayne Szalinski. Direct from the popular Walt Disney Pictures feature releases "Honey, I Shrunk the Kids" and "Honey, I Blew Up the Kid," Szalinski now brings his scatter-brain scientific genius to Kodak's Journey Into Imagination pavilion, to a 20-minute experience that has guests . . . well, shrinking in their seats.

The stage is set for Szalinski to receive honors for his scientific endeavors, but the fact that the audience has to don special 3-D "safety goggles" as they enter the theater ought to be a clue that this isn't going to be your typical snooze-a-rama awards show. From a gigantic sneezing dog to a towering toddler to skittering mice flitting about the theater, "Honey" treats the audience to a whole new generation of film and in-theater effects.

At Disney-MGM Studios, The Twilight Zone Tower of Terror™ continues to send audiences into a weird world of apparitions inside a long-abandoned Hollywood hotel. Modern-day visitors catch a wispy glimpse of long-lost hotel visitors and then embark on a high-speed journey into the fifth dimension . . . and beyond -- down an elevator shaft at velocity faster than free-fall.

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A monster as hideous as the mind can conjure is the star of "The ExtraTERRORestrial Alien Encounter," premiering as part of the Magic Kingdom's new Tomorrowland. The sensory thriller, created by Disney Imagineers and George Lucas, is part of a land with the look of a city like those imagined by sci-fi writers and movie-makers of the 1920s and 1930s.

It's a machine-age vision of the future, a Buck Rogers-like neighborhood of sky-piercing beacons and glistening metal illumined by a celestial spectrum of neon colors; of whisper-quiet conveyances gliding along an elevated highway and rockets circling among spinning planets.

Tomorrowland also features the new "Transportarium," combining surround-view Circle-Vision 360 technology with Audio-Animatronics® and special effects to take Disney guests on an adventure to centuries past . . . and to those yet to come.

Nearby, Walt Disney World Resort opens its third water park, Blizzard Beach, in April, featuring the world's tallest, fastest free-fall speed slide -- a breathtaking 60-mph plunge straight down the 120-foot-high Summit Plummet.

The excitement of a major snow ski resort is re-created in the midst of a tropical lagoon, the off-beat idea of Disney Imagineers. The park's Mt. Gushmore, for instance, features moguls, slalom courses, toboggan and water sled runs. The 66-acre park includes the world's longest family white-water raft ride, flumes, inner tube runs and water slides. A sandy beach offers a large wave pool, a lazy river, two snack bars and a pre-teen play area.

MORE NEWS AT EPCOT '95

Epcot's most-recognized attraction, Spaceship Earth, presented by AT&T, is open with a new script narrated by actor Jeremy Irons, new music and new scenes depicting today's "Global Neighborhood." The ride-through attraction explores the story of civilization as motivated by human communication, told with a combination of animated scenes and dazzling special visual effects.

As guests exit the time-travel journey, they can sample the future in "The AT&T Global Neighborhood" with nine different hands-on activities. The centerpiece is "Ride the AT&T Network," which reveals the AT&T Worldwide Information Network in a humorous story with the thrill of a simulator ride. Guests perch on swaying motion bases for a ride along the information highway, dodging a barrage of network traffic -- everything from faxes to movies-on-demand.

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At The Land, presented by Nestle U.S.A., "Circle of Life," a new motion picture, completes a yearlong process updating the pavilion. Starring Simba, Pumbaa and Timon from the hit animated film "The Lion King," the film addresses the delicate balance between humankind's progress and the environment. Scenes were filmed in more than 30 nations.

Innoventions at Epcot '95, the exposition of amazing products for the near future, welcomes Motorola as its newest exhibitor. Guests can "Travel the Motorola Information Skyway," a virtual reality/3-D ride that shows how wireless communications are transmitted and received.

RESORT EXPANSION

Disney's flashy All-Star Music Resort is the Vacation Kingdom's latest family-priced addition. Dressed up with oversized comic-book-colored banjos, guitars, trombones, conga drums and maracas, the 1,920-room hotel is adjacent to All-Star Sports Resort on a site west of Disney-MGM Studios and next door to Blizzard Beach.

Intermission Food Court serves pasta, pot roasts, chicken and burgers. There's Maestro Mickey's retail shop and a game arcade. Two themed pools (one in the shape of a guitar, the other, a piano) and a pool bar round out amenities.

Rates are $69-$79, and most rooms sleep four. Handicapped-accessible rooms are available.

ALSO NEW FOR '95

• "Snow White's Adventures" -- A new edition of a long-running Magic Kingdom attraction with a major change: Snow White makes her first appearance in the show. Known previously as "Snow White's Scary Adventures," the revised storyline loses the dark, ominous theme and focuses on the original Walt Disney movie classic.

• Planet Hollywood -- Opened in December, this spherical landmark adjacent to Pleasure Island houses some of the world's most valuable movie and TV memorabilia in a one-of-a-kind restaurant. The 95-foot-tall structure, designed in the shape of a 120-foot-diameter globe, is built on three levels with seating for 400. In addition to perusing the extensive memorabilia, diners can preview trailers of soon-to-be-released movies or video montages from film and TV, or listen to music from movie soundtracks. Operating hours are 11 a.m.-2 a.m. seven days a week.

Additional guest information about Walt Disney World is available by calling 407/824-4321. Resort reservations are available through local travel agents or by calling 407/W DISNEY.

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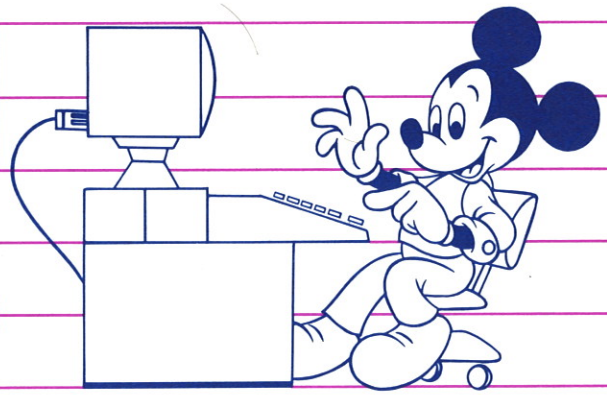

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What's "New" at Walt Disney World Resort

(Circa 1994-95)

Disney-MGM Studios

The Twilight Zone Tower of Terror™(summer 1994) -- The deserted old Hollywood Tower Hotel has reopened decades after the stormy night when five merry-making guests disappeared mysteriously from the hotel elevator. Disney guests now touring the hotel board an old service elevator that takes them into The Twilight Zone . . . and beyond, culminating in a 13-story faster-than-free fall plunge.

The Theater of the Stars (summer 1994) -- An elegant new covered amphitheater reminiscent of the famed Hollywood Bowl situated along Sunset Boulevard and featuring grand-scale musical performances. Now playing: "Beauty and the Beast -- Live on Stage."

Sunset Boulevard (summer 1994) -- The glamour and glitz of Hollywood's famous boulevard of the 1920s surrounds guests who tour this newest Disney-MGM Studios "land." Paying tribute to famous Hollywood monuments with facades derived from the famed Carthay Circle and others, Sunset Boulevard features new food and merchandise locations, as well as *The Twilight Zone Tower of Terror* and *Theater of the Stars*.

Studio Showcase (continual updates) -- On the Backstage Studio Tour; a constantly evolving collection of memorabilia from television and film on display.

Epcot

"Circle of Life" (early 1995) -- In The Land, presented by Nestle USA; the characters from the animated feature "The Lion King" look at the land we live on.

AT&T Global Neighborhood (early 1995) -- Presented by AT&T; nine activities in an interactive computer-video wonderland. Includes a thrilling motion-simulator ride through the AT&T Worldwide Information Network.

Spaceship Earth update (late 1994) -- Presented by AT&T; scenes of life in 21st century's "global neighborhood" add a dramatic Act III to the story of human communication. All-new narration featuring actor Jeremy Irons and an impressive new musical score.

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Holidays Around the World (late 1994) -- Special holiday engagement; included new 30,000 Lights of Winter display, storytellers from around the world, Disney's Candlelight Processional, and a dazzling new Holiday IllumiNations light, laser and fireworks spectacular.

Honey, I Shrunk the Audience (fall 1994) -- In Journey Into Imagination, presented by Kodak; a 3-D misadventure that has Epcot audiences screaming -- and shrinking -- in their seats!

Innoventions (summer 1994) -- In Future World; an ever-changing exhibition of gadgets and gizmos of the near- and not-too-distant future.

WDI Virtual Reality Lab (summer 1994) -- In Innoventions; allows Epcot guests to go behind the scenes in a Walt Disney Imagineering test lab to get a sneak peek at a future Disney Vision virtual reality attraction based on the animated feature "Aladdin."

Food Rocks (spring 1994) -- In The Land, presented by Nestle USA; a zany concert of good nutrition with memorable characters like The Refrigerator Police, The Peach Boys and Chubby Cheddar.

Living with the Land boat ride (spring 1994) -- In The Land, presented by Nestle USA; updated boat journey through The Land's greenhouses, with new emphasis on sustainable agriculture.

Magic Kingdom

New Tomorrowland (early 1995) -- The future that never was is finally here. A new "city" within the Magic Kingdom portrays the future as dreamed by futurists, visionaries and science fiction writers of yesteryear.

ExtraTERROResfrial Alien Encounter (Summer 1995) -- In the new Tomorrowland, a sensory thriller from Disney and George Lucas; a demonstration of a new teleportation process from another planet goes awry, sending an alien into a darkened theater filled with guests. Guests may get a sneak preview during the holidays.

Galaxy Search (early 1995) -- live at Galaxy Palace outdoor theater in new Tomorrowland; Mickey and his pals have combed the cosmos in search of the most unique entertainment in the universe for a show that's truly out of this world.

Snow White's Adventures (late 1994) -- In Fantasyland; Snow White appears in this classic Disney attraction for the first time with five new scenes! But watch out: the pesky Wicked Witch is still around a few corners.

Transportarium (late 1994) -- In the new Tomorrowland; meet famous historic figures during a trip through time in Circle-Vision 360 with an Audio-Animatronics® timekeeper as tour guide and in-theater special effects to enhance the show.

Main Street Cinema (late 1994) -- On Main Street, U.S.A.; the story of Hollywood's discovery of Mickey Mouse in a flick, "Mickey's Big Break," that only Tinseltown could produce.

Legend of the Lion King (summer 1994) -- In Fantasyland, presented by Kodak; The characters of "The Lion King" come to life on stage using "Humanimals," complex human-controlled puppets.

Mickey Mania (summer 1994) -- It's Mickey, Mickey everywhere! This new parade celebrates everything Mickey with the image of the world's most famous mouse on everything -- in balloons, on dancers' clothing, hidden in the floats . . . and waving to Magic Kingdom guests from atop the parade's final unit.

Astro Orbiter (spring 1994) -- In the new Tomorrowland; take a trip through space in your own personal space vehicle, whizzing by planets and soaring above the Magic Kingdom.

Dumbo (spring 1994) -- In Fantasyland; a classic Disney attraction features six more elephants to ride high into the sky, and a new renaissance look.

Carousel of Progress (early 1994) -- In the new Tomorrowland; Walt Disney's classic attraction received a face-lift, including new scenes, the return of the attraction's original song, and an updated view of today's progress.

Resorts

Disney Fairy Tale Wedding pavilion (fall 1995) -- Near the Grand Floridian; a Victorian summer house with all the amenities for the perfect Disney Fairy Tale Wedding.

Blizzard Beach (spring 1995) -- A water park themed to a Northern ski resort -- complete with snow-capped mountains -- in the midst of a tropical lagoon. The new water adventure offers several chilling attractions including water-sled runs, white-water rafting, flumes, an inner-tube run and the thrilling 120-foot-high Summit Plummet -- the world's tallest, fastest free fall speed slide.

Disney Village Marketplace (spring 1995 completion) -- A magical new place to shop and dine, thanks to a facelift that includes new stores, whimsical landscapes, mystical fountains and improved access.

Planet Hollywood (December 1994) -- Located near Pleasure Island; guests dine amidst the memorabilia of film and television starmakers in a well-rounded, one-of-a-kind 400-seat restaurant.

Disney's All-Star Music Resort (fall 1994-spring 1995) -- Huge Cowboy boots, gigantic microphone stands and an immense drum set are just a few of the sights at the 1,920-room "value" resort, with rooms $69 and $79 a night.

Concierge level, Polynesian Resort (November 1994) -- A new 4,000-square-foot concierge lounge offering a staff to assist with a variety of services, from purchasing theme park tickets to arranging dinner reservations.

Disney's All-Star Sports Resort (spring 1994-fall 1994) -- Larger-than-life sporting icons grace each themed building of Disney's first entry into the "value" resort market, 1,920 rooms priced at $69 and $79 a night.

Disney's Wilderness Lodge (spring 1994) -- In the tradition of the grand National Park lodges; an impressive lobby and beautiful views are only the beginning to this "tucked-away" 728-room Magic Kingdom resort.

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TOMORROWLAND

TOMORROWLAND TO BECOME FANTASY FUTURE CITY The future that never was is just around the corner in the Magic Kingdom at the Walt Disney World Resort. A brand new Tomorrowland welcomes visitors with a future-town friendly neighborhood atmosphere, like the other lands in the Magic Kingdom. New attractions and shows provide entertainment to park guests. (Permission is hereby granted to intended addressee magazine and newspaper to reproduce this picture for addressee's editorial news use only. Copyright 1995. THE WALT DISNEY COMPANY)

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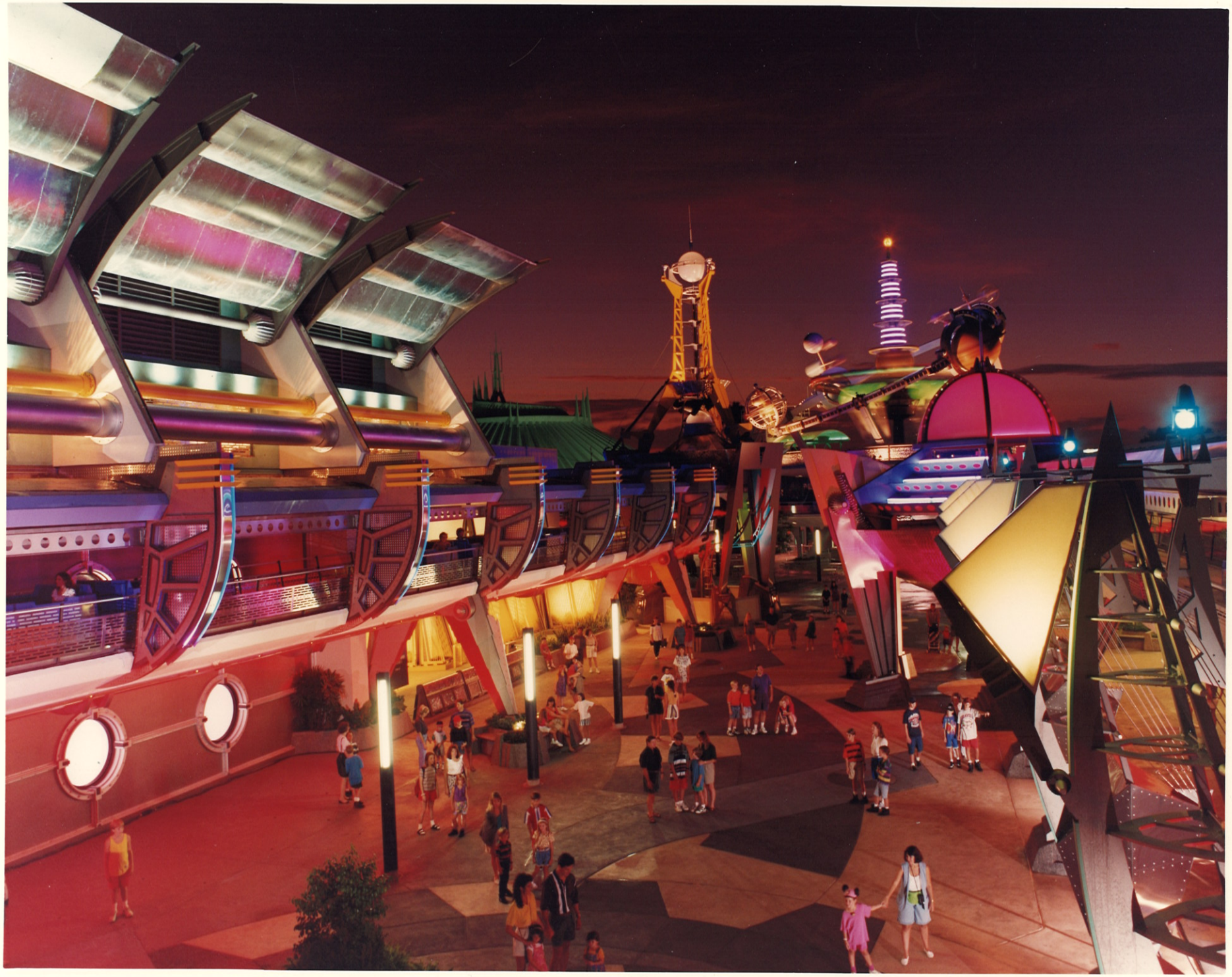

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TIME TRAVELER GUIDE A brand new Disney character, Timekeeper, is the host (and travel guide) for New Tomorrowland's Transportarium. The see-through robot and his assistant, 9-eye, take Magic Kingdom guests on a wacky, outrageous trip from the stone age to space age. During the journey, attraction visitors meet famous inventors and visionaries. (Permission is hereby granted to intended addressee magazine and newspaper to reproduce this picture for addressee's editorial news use only. Copyright 1995. THE WALT DISNEY COMPANY) 284-81-16A

OUT-OF-THIS-WORLD RIDE Youngsters of all ages enjoy a "rocket ship ride" on the Astro Orbiter in new Tomorrowland at the Magic Kingdom in the Walt Disney World Resort. (Permission is hereby granted to intended addressee magazine and newspaper to reproduce this picture for addressee's editorial news use only. Copyright 1995. THE WALT DISNEY COMPANY) 395-35